

What Does It Mean?

A Press the MASTICK switch.
B Press the right arrow key and move the cursor to the right.

C Press the POWER button.

General Controls

The A, B and C buttons on your COMMROLLER will allow you to manipulate objects on your screen. Their specific functions are:

A button: Allows you to turn objects in scenes. Hold the A button down and press left or right on the JOYSTICK.

B button: Allows you to move the cursor left and right around the playing field. It's like a joystick.

C button: Clears the board you're currently working on. It's a great function.

How To Play

1. Load "Save the Moon" game.
2. Choose "Begin" from the menu.

Allegiance Buttons

We can designate A, B and C as our Controller Aliens. See Objects and their Aliases... menu option. You have three Allegiance Buttons:

"A" Allegiance Button: It is used to move the alien from where the alien was last to where it was placed by "B" alien "Incentive" and then "Deploy".

"B" Allegiance Button: It is used to move the alien from where the alien was last to where it was placed by "C" alien "Incentive" and then "Deploy".

"C" Allegiance Button: It is used to move the alien from where the alien was last to where it was placed by "A" alien "Incentive" and then "Deploy".

Game Instructions

1. Insert the CD MASTICK disc in the CD-ROM drive and start the game.
2. Press start to begin PlayIt!

Gameplay

Two buttons A & B C to move controller and was possible to maneuver the aliens. A is for User functions

Button A: It serves as cursor for selection of an item. Press the button to end the selection process or drop items in space.

Button B: It's a cursor button which is position. It moves and target point.

Button C: It has joined. It's a function right and left movement to objects.

This CD is for Atari users only.

For complete software rights see package for complete game.

